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MAX JACKSON

Designer / Animator / Developer

Multitalented designer, animator, and overall creative "problem solver" with an 8+ year history in animated online advertising campaigns and rich media implementation

SKILLS

Primary Software: Adobe Photoshop, Flash, Illustrator, & TextWrangler

Secondary Software: Adobe Premiere, After Effects & Cinema4D

Languages: AS2/AS3, HTML5/CSS3/Javascript, and conversational Spanish

EXPERIENCE

2014

:: RealPie (February-March - Standard banner Implementation: Google)

2013

:: Petrol (Sept/Oct - RM banner animation & implementation: Injustice, Turtle Beach)

:: Modus Operandi (Sept - RM banner animation and development: Nike, Duck Dynasty)

:: NWE (August - RM banner animation & implementation: The Croods, The Internship)

2012

:: RealPie (December - Standard banner animation: Firefall, Melding Wars)

:: ThinkJam (November - RM banner implementation: The Hobbit)

:: Ogilvy & Mather (November - Standard banner animation: Trimble)

:: Sensis (September - Standard banner animation: Sempra Energy, US Army)

:: mOcean (August - RM banner animation: Star Wars: The Clone Wars)

2011

:: mOcean (August/Sept - RM banner animation: Star Wars: The Clone Wars)

:: The Refinery (August - Standard banner animation: New Girl, Terra Nova)

:: Sensis (July - Standard banner animation: Sempra Energy, US Army)

:: Petrol (May - Standard banner animation: Glee, American Greed)

2010

:: mOcean (Sept - RM banner animation: Star Wars: The Clone Wars)

:: BLT (August - Standard banner animation: No Ordinary Family, Chicago Fire)

:: Sensis (July - Standard banner animation: Sempra Energy, US Army)

:: Fandango (January - RM banner animation)

2005-2009 Notable Clients

:: Chiat/Day/Tequila :: Creative Asylum :: Crew Creative :: Crossroads Films :: Disney Interactive Group :: Participant Media :: Tribal DDB :: Whittman Hart